
Title: 1st Council Meeting

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Vesper	

Vesper is located on the eastern coast of Britannia, the northernmost city on said coast. Its positioning almost makes it more a part of the culture of Magincia, as it serves as a major trade port for the north part of the sea.

Vesper is a city of shallow waterways and canals. These canals are largely man-made, but are rough-hewn and seem quasi-natural. Although the climate in this region ranges from the temperate to the cold, Vesper is a city of strong stonework and wide open spaces that serve as breezeways. The stonework is all done by local artists and artisans and has earned Vesper a reputation as a beautiful city.

Vesper has the latest of everything, thanks to its position as both a trading leader and as the main export center for inventions coming out of Minoc. The shops here carry gadgets from the useful to the inane.

Vesper tends not to deal in magic with any seriousness, although its cosmopolitan nature means that looking in the right place can lead one to find assassins who use magic in their work. Mostly magic is confined to magical trinkets: the magically dull blade, for example, sold to rich young ladies to serve as an ostentatious bauble.

Vesper imports much of its own food. The region around the city is not at all conducive to agriculture. Meats are salted and brought down river from Minoc and its wildernesses, and there is a lively fishing trade.

The saying is that “If it is for sale, you can buy it in Vesper,” but Vesper is always in need of money to support its extravagant lifestyle, in need of new things to sell, and in need of food. Someone with an eye to making money will find it the ideal city, as new ‘needs’ are constantly being thought up, satisfied, then passing and remembered only as a short-term fad.

The Justicar runs Vesper, in practice. Policing is heavy, as the number of people who pass through the city on a daily basis is quite uncontrolled. There is some talk that the Justicar has too much power, mostly among the merchant classes.

Although it is Vesper that provides their livelihood, the citizens of Minoc regard it as a decadent and uncivil place.

And Magincia, although it sees Vesper as its major trading partner and therefore ally, is terribly jealous of it. There are few nations on the eastern rim of the sea, which would not like to have control of its economic power.

Although the city of Vesper, with its constant influx of foreigners to Britannia, in many ways does not conform to the Britannian ideal, Britain and Lord British bow to economic necessity in supporting it.

This doesn't mean that Lord British would not like to clean up the various illegal actions here, such as smuggling, espionage, and assassinations. He also has grave doubts about the Justicar, but it is a locally elected position.

Fairs showcasing goods take place virtually every month in Vesper. Also common are street performances of music or theater, fireworks displays, and other elements meant to keep customers coming back.

Vesper tries very carefully never to show public hatreds for any of its potential customers.

There is something slightly off in Vesper, something that is not quite in line with the general honesty of the Britannian populace. It is a little too much in love with money. (When Magincia City of Pride went, so did this incarnation of Vesper, which is why we have so little information about

the city).

Theater, dance, music,
sculpture--there are
museums and gardens and
beautiful buildings
everywhere. This is the
artwork of Vesper.

June 29th Meeting
with the King 8:00

What do we want to put
forth as our introduction
into this scenerio.

Prioritize, Identify
What does Vesper need
to attract activity,

- Stables
- Bulletin Board/news
crier
- Seafaring Themes to
promote city activity,
biweekly
Festivals, Pirate hunts,
scavenger hunts, Tavern
nights. Engage in rp
with incorporating the
assassin/theif and lowly
activity.

Vesper Museum-make
Vesper the merchant
town it is renowned for
by donating to the
museum and filling its
displays

Discuss titles.
Seafaring theme/Merchant
Theme

Ambassdor - strengthen
the channels to promote
activity with other cities.
Ie. Yew, Maginicia
Your Notes